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Exalted Scroll Of The Monk



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Synopsis

From the back alleys of Nexus to the hectic thoroughfares of the Imperial City, from the wide avenues of Yu-Shan to the twisting corridors of the Labyrinth, martial artists of all kinds stride the mean streets of the Exalted world, living their lives by esoteric codes of honor and neither offering nor accepting quarter from their enemies. Will the return of the Solar Exalted throw the Martial Arts World into chaos, or will that cultureÃ¢â ¬â„¢s Sidereal masters rein in the Lawgivers or put them down permanently? A martial arts sourcebook for Exalted featuring: Ã¢â ¬Â¢ Details on the Martial Arts World, a warrior culture that spans Creation Ã¢â ¬Â¢ More than 25 supernatural martial arts styles, ranging from the simplest Terrestrial styles to the inscrutable Sidereal fighting arts Ã¢â ¬Â¢ An array of martial arts weapons and their artifact equivalents 160 page softcover supplement for Exalted Second Edition

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Customer Reviews

Another excellent Exalted book full of crunchy bits to let players and NPCs alike dazzle and impress with martial arts of every sort. The wide range of martial arts is astounding. There’s a martial art for social butterflies. For the hedonist. For assassins. Using music. For straight up brawlers. And many more. The only disappointments were, strangely, the Sidereal styles. They’re incredibly powerful and very exotic. In many ways too powerful or exotic for the average player or GM. Still, the book as a whole is filled with a lot of interesting things for all sorts of Exalted games, even the social intrigue ones.

I loved this book. Have many choices to your character to be. Has offensive, defensive, couter and many varieties of attacks. All them are nice.

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Scroll of the Monk was one of the first supplements released for Exalted, Second Edition, and in hindsight it really set the tone for the line. The book takes a very cool idea--exploring all sorts of crazy magical kung-fu--and then delivers half-baked mechanics that will cause serious trouble at your table if you ever attempt to use them.The problems manifest in many different ways. Some styles are just a little weak but there's little that's wrong with them--this is true of most Terrestrial Martial Arts. Other styles have one or more problematic Charms that lead to cheap tactics that can win combat regardless of any circumstances (e.g., Distracting Finger-Gesture Attack allows characters to prevent an enemy from ever getting to act in combat). And finally, other styles are just so hilariously, comprehensively broken that it's hard to understand what the writer was thinking (e.g., Obsidian Shards of Infinity).It's fairly obvious that this material was never playtested, because the problems are jarring and jump out to anyone with some experience in tabletop games. It's also fairly obvious that the developer for this book was on holiday: there was no one giving this material a sanity check. This is a sloppily-made product that will cause you grief.Scroll of the Monk is a byword for terrible quality in at least three Exalted communities, so I'm at a loss as to how to explain the five-star rating for this product on .

The Scrolls of Esoteric Wisdom Volume I: Scroll of the Monk (Note: the cover does not mention the Esoteric Wisdom part, but the ad for the Scroll of Lesser Races [sidebar, p.2] mentions that it is the Esoteric Wisdom series) has set the bar for quality of this series within White Wolf's Exalted Second Edition line. Not only does it elaborate on the Martial Arts world within Creation (Fight clubs?) and add several pages of long-awaited weapons (I've been hearing cries for garrotes, kamas, nunchaku, and tonfas ever since I started playing Exalted two years ago), the bulk of the book contains enough supernatural Martial Arts to quench any asiophile's thirst.The chapter on Terrestrial Martial Arts alone would have been worth the money I spent on this book. The diversity introduced, adding to the flexibility of Martial Arts (and proving that nearly anything can be a *martial* art) has caused nearly every player in a Dragon-Blooded story I'm working on create a martial artist. Yet no two characters are the same. One character was birthed in a brothel, and knows Orgiastic Fugitive Style

(the learning of which requires "meditative sex"). Another is an informant for the All-Seeing Eye, and infiltrated the Fivefold Shadow-Hand Association, and learned their ninjutsu-style martial arts. A third prophesied the disappearance of the Scarlet Empress, and has learned the social kung-fu of the White Veil Society ("There is no White Veil Society. It is not cunningly concealed among the... Dragon-Blooded socialites of the Realm... No one would suggest that its members have a political agenda..."). And another is a street rat from Nexus, who learned the rough-and-rumble First Pulse Style while fighting for his life.The Celestial Martial Arts chapter is a notch less interesting, with most styles reprinted (though updated!) from First Edition. This time around, however, they use the updated battle system, and are all in one place (as opposed to ten different book in the previous version of the game).Sidereal Martial Arts, finally, is the first time I've seen canon Charms listed with Essence or Ability requirements above six. For example, "Meditative Battlefield Escalation" (p.118), with requirements of Martial Arts 8, Essence 8. Considering that all characters max out at Essence 10, it is apparent that the strength of these martial artists is great (Such as a lesser Charm than the above, which essentially turns the player into the Storyteller for one scene), and though it would take a long and/or high-powered game to bring such powers out, they are entertaining to read ("What if my character could do THAT! Wow...") and possibly just as much to use.Definitely a good buy. Worth every cent I spent.

Will make this short. Excellent book. A must have.Now the long explanation.Cool moves, different martial arts, the three level of power can be felt.Even though I dislike the idea that Siderials have SUCH power in their hands and dont teach em it is a great idea. Really. Something that Solars have to ask to be taught.Powerlevel is cool, moves sound fantastic, setting for the Martial Arts World or Society and the uses of it, how mortals can learn em, how Dragon Blooded can touch Celestial level and how Siderials rule the maximum apex of the Lotus of Perfection. Sublime!Now this in comparison to Sorcery is way extremely powerful.That is kinda my complaint in here. Sorcery is supposed to be the most terrific and overwhelming power to have. But the Siderial Martial Arts can undo spells and even reverse em. And many moves seem even more useful than taking actions to cast a spell and spending huge amounts of essence to achive small effects.Martial Arts is an important part of the setting and this book raises the word when you say POWER! A must have!

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